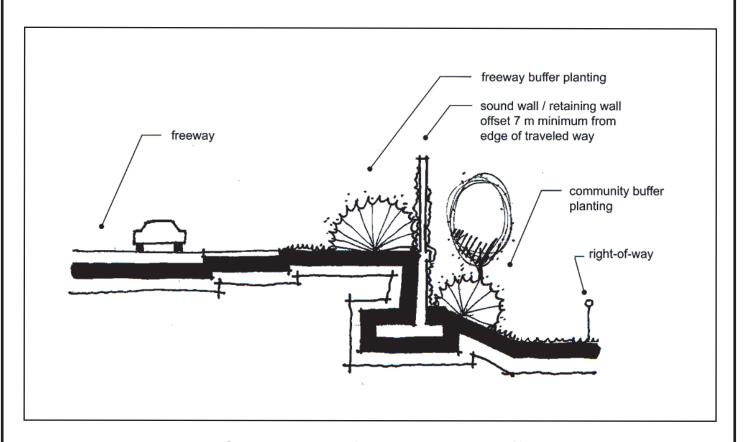


## **Sound Berm with Sound Wall**



**Sound Berm with Landscape Buffers**